

Please amend the paragraph beginning at Page 8, line 3 to read as follows:

B8 Sub E1  
Substantial reduction in VIV can be observed where  $K/D$  is less than about  $1.0 \times 10^{-4}$  and is most pronounced at about  $1.0 \times 10^{-5}$  or less for fairly uniform roughness densities. Similar results may be achieved where the roughness density decreases, even though the overall  $K/D$  ratio may increase.

In the Claims

Please amend claims 1 – 6 to read as follows:

B9 Sub E1  
1. A method of controlling drag and vortex induced vibration in a substantially cylindrical element comprising providing an ultra-smooth surface about the cylindrical element having a  $K/D$  ratio of  $1.0 \times 10^{-4}$  or less where:

K is an average measured surface peak to trough distance; and

D is an effective outside diameter of the cylindrical element.

Sub E2  
2. ~~The method of controlling drag and vortex induced vibration in accordance with Claim 1, wherein providing the ultra-smooth surface comprises providing a coating about the cylindrical element where D is an effective outside diameter of the cylindrical element, including the coating.~~

3. ~~The method of controlling drag and vortex induced vibration in accordance with Claim 1 wherein providing the ultra-smooth surface comprises providing a substantially cylindrical sleeve about the cylindrical element where D is an effective outside diameter of the cylindrical element, including the sleeve.~~

4. A system for controlling drag and vortex induced vibration, comprising:  
a substantially cylindrical marine element having an ultra-smooth effective surface with a  $K/D$  roughness parameter of about  $1.0 \times 10^{-4}$  or less, where:

K is an average measured surface peak to trough distance; and

D is an effective outside diameter of the cylindrical element.

Sub E3  
5. ~~A system in accordance with Claim 4 wherein the ultra-smooth cylindrical surface is comprised of a coating material where D is an effective outside diameter of the cylindrical element including the coating.~~